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NINTENDO DS

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NAMCO BANDAI Games America Inc.
4555 Great America Parkway, Suite 201, Santa Clara, CA 95054

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BANDAI NAMCO Games

PRINTED IN JAPAN

NINTENDO DS™

NTR-A3OE-USA

TRIONCUBE™

INSTRUCTION BOOKLET

BANDAI NAMCO Games

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

1-2 Wireless DS Single-Card Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.

1-4 Wireless DS Multi-Card Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

EVERYONE E CONTENT RATED BY ESRB

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BANDAI NAMCO Games

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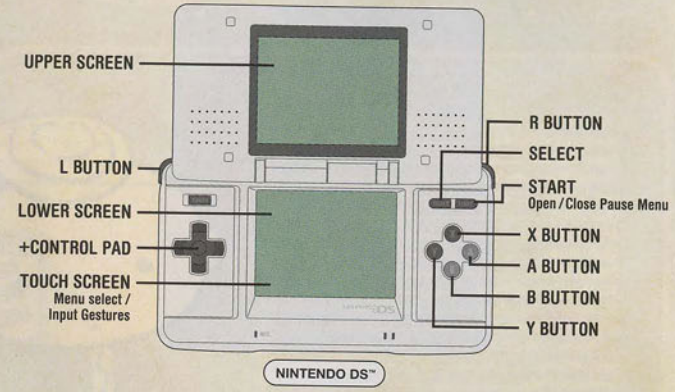
CONTROLS

This section explains how to use your Nintendo DS™. Almost all of the game actions can be performed from the Touch Screen.

NINTENDO DS™

The names of each component of the Nintendo DS are explained below.



BASIC TOUCH SCREEN OPERATION

Use the stylus or wrist strap using the following basic movements:

TOUCHING

"Touching" refers to the action of lightly touching the Touch Screen with the stylus or other appropriate instrument.

With the stylus

With the wrist strap

SLIDING

"Sliding" refers to the action of gently holding the stylus or other appropriate instrument against the Touch Screen, and moving the instrument across the screen.

With the stylus

With the wrist strap

TAKING CARE OF THE TOUCH SCREEN

- Touch the Touch Screen with a compatible stylus, wrist strap, or other instrument specified in the game.
- Do not use the stylus or any other instrument that has been damaged.
- Do not rub or press the Touch Screen with excessive force.
- Do not rub or scrape the upper screen with the stylus or any other instrument.

STARTING THE GAME

Insert your **TRIONCUBE**™ Game Card into your Nintendo DS until it clicks.

1. Turn on the power, and the screen on the right will be displayed. Read what it says, and after you've understood all of it, tap the Touch Screen to continue.
2. On the Nintendo DS Menu Screen, tap the panel that says "Trioncube" to start the game.

** If your Nintendo DS system's start-up mode is set to Auto Mode, you won't need to follow the instructions in #2. Please see your Nintendo DS System Instruction Booklet for more information.

NOTE: Screens with a Brown Frame indicate the Top Screen, and screens with a Purple Frame indicate the Bottom Screen.

TITLE SCREEN

Press START, the A Button or touch the Touch Screen to display the five modes: Story Mode, Endless Mode, VS Mode, Tutorial and Arcade Mode. Select the mode you want to play using Left and Right on the +Control Pad, and press the A Button to confirm.

STARTING THE GAME

ARCADE MODE (see pages 20-23)
Play through 8 stages and defeat the boss!

STORY MODE (see pages 24-26)
Clear numerous stages while following the game's story.

ENDLESS MODE (see page 27)
Keep playing for as long as you can.

VS MODE (see pages 28-37)
Play against a friend or the computer using the wireless communication functionality.

HOST GAME (see pages 28-31)
Set up a game and play against an opponent.

JOIN GAME (see page 32)
Join a game hosted by another player.

SINGLE-CARD PLAY (see pages 33-35)
Play against an opponent with only one Nintendo DS Card.

VS CPU (see pages 36-37)
Play against the computer.

TUTORIAL
Learn the basic controls and rules of the game in this mode. Use the Bottom Screen to play while reading the instructions on the Top Screen. To return to the Title Screen, press START or tap the panel on the screen that says "START Title" to pause the game, and then select "Yes."

Note

Saving Data

This game supports auto-saving. Whenever you clear a stage, finish a battle against an opponent, or select "QUIT" from the Pause Menu, King Pluto will be displayed, and your progress in the game will be saved.

To delete saved data, press the L Button + START + X Button + B Button at the same time while the BANDAI NAMCO Games logo screen is displayed during start up. Data that has been deleted cannot be restored.

GAME CONTROLS

The game is controlled using the buttons, but there are places where you can use the Touch Screen for control as well.

L Button ..... Rotate block

+Control Pad ..... Select item/Move blocks

Y Button ..... Play sound effect (Only at Settings Screen)

START ..... Pause

R Button ..... Rotate block

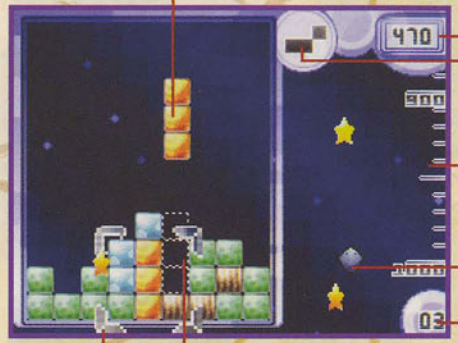
A Button ..... Confirm/Rotate block

B Button ..... Cancel/Rotate block

** If you close the Nintendo DS during play, the game will enter Sleep Mode. This will allow you to save power. Open the Nintendo DS again to resume play.

VIEWING THE GAME SCREEN

The basic screen layout is shown below. This may change if you are playing with special rules (see page 17).



HOW TO PLAY

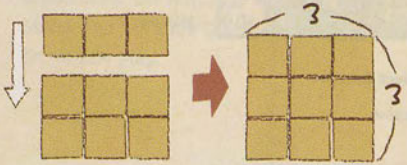
Penko will advance forward towards the Goal when you move the falling blocks to make chains. Read this section to study up on the basic rules of the game and how to move blocks.

BASIC RULES

Advance Penko (your spaceship) so that it reaches the Goal within the time limit.

HOW TO ADVANCE PENKO

Penko is powered by the energy produced when blocks are chained together. First, drop blocks until you form a 3x3 group. The blocks will change into chain blocks, and a chain will begin.



THE SPACESHIP
Commonly known as Penko. It belongs to the Captain.

CHAINING

Continue the chain by dropping more blocks onto it and forming 3x3 groups. The bigger the chain, the further Penko will advance.

BE CAREFUL WHILE CHAINING

If you drop a block and it doesn't make a 3x3, or if the blocks reach the top of the screen, the chain in progress will end. Also, keep in mind that after a set period of time, the blocks in the chain will break apart and the chain will end.

WHEN A CHAIN ENDS...

When a chain ends or breaks, the chain blocks will turn into Coins, which will be added to your total Coins. The larger the chain, the more Coins you'll get. Coins can be used when buying Art or Effects on the Settings Screen.

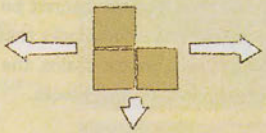
GAME OVER

The game ends when you fail to reach the Goal within the time limit, or when the stack of blocks reaches the top of the screen without making a chain. The game can also end if you fail to fulfill specific conditions in certain stages with special rules.

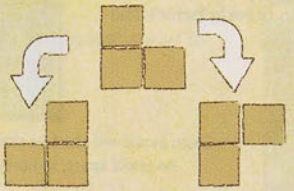
HOW TO MOVE BLOCKS

Use the +Control Pad and buttons to move blocks.

MOVING BLOCKS (+Control Pad)
You can use the +Control Pad to move blocks around the screen until they land on the bottom of the screen or onto other blocks.



ROTATING BLOCKS (A Button / R Button, B Button / L Button)
You can rotate blocks clockwise with the A Button or the R Button, and you can rotate them counterclockwise with the B Button or the L Button.



HOW TO PLAY

BEWARE OF THE BLACK BLOCKS

Black blocks may drop down in specific stages or when you are playing against an opponent. Black blocks cannot be used to make chains, but when blocks that they are in contact with create chains, the black blocks turn into normal blocks.

BE CAREFUL OF BREAKDOWNS

Chains will not be maintained for the usual time in stages where Penko has malfunctioned. Form your chain quickly before the chain blocks break apart!

Chain blocks will start to shake when they're about to break apart, so hurry and make your chain.

SPECIAL RULES

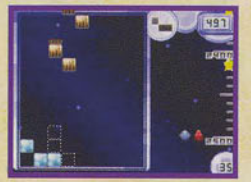
There are special rules for some stages.

DEFEAT THE ENEMY

Use Penko's beak drill to attack the enemy. Clear the stage by dropping the enemy's power down to 0 before the time limit expires.

DON'T LET THE ENEMY WIN

In this stage, you win by reaching the Goal before the enemy. When one of your chains breaks apart, black blocks will drop onto your opponent, and vice-versa.



CATCH THE PRINCESS

Clear the stage by flying straight ahead to catch the Princess.

CHARACTERS

THE CAPTAIN

A space captain. He is nothing more than that.

THE PRINCESS

This is the Princess of Earth, the King's daughter. The King is looking for her.

THE KING

The King of Earth. He's searching for the Princess.

HELLMETAL

A total goth. He kidnaps the Princess.

KING PLUTO

The King of the ex-planet Pluto. He's quite thoughtful.

PLUTONIANS

Inhabitants of the ex-planet Pluto. They love King Pluto.

ARCADE MODE

The Princess has been attacked by a Space Monster. The Captain sets out on a journey to defeat the Space Monster.

SETTINGS SCREEN

The Settings Screen will appear when you choose Arcade Mode. You can select Art and Sound Effects here. Select between Art and Effects with Up and Down on the +Control Pad, and change items with Left and Right. Once you're done, press the A Button and the game will begin.

ART

This sets the design of the screen and blocks during game play.

EFFECT

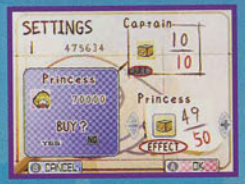
This sets the sound effect that will play when you have made a chain (press the Y Button to listen to the currently selected sound effect).

CUSTOMIZING THE GAME SCREEN

The number of available Art and Effects on the Settings Screen increases as you progress through the game. Use Coins to buy new Art and Effects.

BUYING ART AND EFFECTS

When buying Art and Effects, use the +Control Pad to select the item that you want, then press the A Button. The price will be displayed. Select "Yes" to buy the item.



Items you haven't bought are displayed as a cardboard box.

Select "Yes" to buy the item.

ARCADE MODE

PAUSE MENU

Press START during the game or tap the Bottom Screen to pause the game and display the Pause Menu.

Continue	Resumes play.
Retry	Restarts the stage from the beginning.
Quit	Ends the game, and goes to the Results Screen.
Title	Returns to the Title Screen without saving your progress in the game.

THE RETRY SCREEN

The Retry Screen will appear when it's Game Over (see page 14). Select "Yes" to try again, or select "No" to quit.

RESULTS

The Results Screen will be displayed when you beat the Space Monster. You can view how much time it took to clear the mode and the distance you traveled. If you break an old record, "New Record" will be displayed at the bottom of the screen.

CURRENT RESULTS

The Current Results Screen is displayed after the Results Screen. On this screen, you can view information such as the total time you've spent playing the game and the total distance you've traveled.

UNTIL NEW INVENTORY
As Penko travels farther, this gauge will increase. When it fills up, new inventory will be made available for sale.

COINS
Displays the amount of Coins you currently have.

TOTAL TIME PLAYED

DISTANCE
This displays the total distance that Penko has traveled.

STORY MODE

As the Captain, travel all over the Solar System in search for the Princess. Battle characters that get in your way and bring the Princess back to the King.

PLANNING

When you select Story Mode, the Mission Screen will be displayed. Select a stage you want to play with Left and Right on the +Control Pad, and press the A Button to confirm. More stages will become available as you progress.

A description of the stage you currently have selected will be displayed on the Top Screen.

STAGE NAME

TROPHIES ACQUIRED

STAGE GRAPHIC
This shows what's in the stage.

TROPHIES
This shows the necessary time for each trophy. Clear the stage faster than the time next to a trophy to receive that trophy.

STAGE INFORMATION
This is the Time Limit and Travel Distance for the stage.

SETTINGS SCREEN

Select a stage to go to the Settings Screen where you can select Art and Effects. Press the A Button to start the game.

RESULTS

Once you clear a stage, the Results Screen will be displayed. It will show how much time it took to clear the stage and the distance you traveled.

ACQUIRED TROPHY
This displays the trophy that you've received for that stage.

CURRENT RESULTS

The Current Results Screen is displayed after the Results Screen. It displays the total time you've spent playing the game and the total distance you've traveled (see page 23).

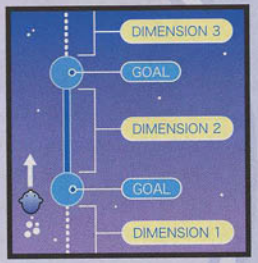
NEW INVENTORY

As you play the game and travel set distances with Penko, new Art and Effects will become available on the Settings Screen (see page 25). Your total distance traveled will be accumulated from all modes except the Tutorial. (If you select "Title" from the Pause Menu, your data for the current stage won't be saved, and your distance for that stage won't be added to the total distance traveled).

Select a Dimension (difficulty) and fly endlessly through space.

HOW TO PLAY

Aim for the Goal in each Dimension. If you pass the Goal in a Dimension, you advance on to the next Dimension and continue your flight through space. However, if you fail to reach the next Goal within the time limit, the game is over.



If you select "Quit" from the Pause Menu or select "No" from the Retry Screen after a game over, the game will end and you'll go on to the Results Screen.

DIMENSIONS

The Dimension indicates how difficult it is to get to the Goal. A higher Dimension number means a greater level of difficulty. In Endless mode, you can choose to start from any previously cleared Dimension.

VS. MODE / HOST GAME

You can use Nintendo DS Wireless Communication to play with a friend. If you'd like to set the conditions for play yourself, select "Host Game."

** Before starting the game, please read the Nintendo DS Wireless Play Instructions (see page 38).

GAME FLOW

In Host Game, you host a game for a friend to connect to, and you get to decide the settings for the game. From the Title Screen, choose "VS. Mode," then "Host Game." The Settings Screen will appear. Select Art and Effects for your ship, then press the A Button to advance on to the Lobby Screen.

LOBBY SCREEN

In the Lobby Screen, set a Travel Distance for the battle that will ensue, and then wait for an opponent to join. When an opponent appears, press the A Button to start the game.

PLAYER INFORMATION
This shows the players' names, as well as the players' total wins/total versus games played.

RULES

Form blocks into chains to make Penko advance (see pages 12-14). The player who reaches the Goal first is the winner. If a player fails to reach the Goal within the time limit, or the player's stack of blocks reaches the top of the screen without making a chain, that player loses.

** There are no gameplay differences between the Nintendo DS that hosts the game and the Nintendo DS that connects to the host.

BEWARE OF THE BLACK BLOCKS

When your opponent finishes a chain, black blocks will rain down on your screen. The larger your opponent's chain, the more black blocks will drop down. Remember that black blocks cannot be used to make chains.

VS. MODE / HOST GAME

VIEWING THE GAME SCREENS

The game screens are essentially the same as single-player modes (see page 11), but on the right side of the screen you can see your opponent's position and how his or her stack of blocks looks.

OPPONENT'S BLOCKS
Blocks that are currently in a chain are displayed in red, normal blocks in blue, and black blocks are, of course, in black.

OPPONENT'S POSITION

COMMUNICATION ERRORS

If one of the Nintendo DS systems is turned off during play, or if communication is broken for some other reason, a communication error will result, and an error message will be displayed. The game will go back to the Title Screen after the Results Screen. Select VS Mode from the Title Screen to reconnect with your friend.

RESULTS SCREEN

The Results Screen will be displayed at the end of the battle. The total wins and losses will be displayed on the Top Screen, and the Retry message will be displayed on the Bottom Screen. To play a rematch, select "Yes." To quit, select "No."

IF YOU PLAY A REMATCH

The game will commence after you set the Travel Distance to the Goal.

IF YOU DON'T PLAY A REMATCH

If you select "No," the game will advance to the Current Results Screen (see page 26).

VS. MODE / JOIN GAME

To use DS Wireless Communication to play with someone who is currently looking for an opponent, select "Join Game."

** Before starting the game, please read the DS Wireless Play Instructions.

GAME FLOW

In Join Game, you join a game that an opponent hosts. From the Title Screen, choose "VS. Mode," then "Join Game." The Settings Screen will appear. Select a piece of Art and an Effect, then advance to the Lobby Screen. Pick the game you would like to join from the ones displayed in the Lobby. Once the person hosting the game confirms you joining, the game will begin. The rules and how to view the game screens for this mode are the same as in Host Game.

RESULTS SCREEN

The Results Screen will be displayed at the end of the battle (see page 26). Wait until the host of the game chooses whether or not to play again. If the host chooses not to have a rematch, the game will advance to the Current Results Screen.

VS. MODE / SINGLE-CARD PLAY

Select "Single-Card Play" to battle against friends who don't own a Trioncube DS Game Card.

** Before starting the game, please read the DS Download Play Instructions.

SENDING THE GAME

The Nintendo DS system with the Game Card inserted will be the one sending the game. From the Title Screen, choose "VS. Mode," then "Single-Card" Play. The Settings Screen will appear. Select a piece of Art and an Effect, then advance to the Lobby Screen.

LOBBY SCREEN

In the Lobby Screen, set a Travel Distance for the battle. Once your opponent starts the data download, the message "Sending Data" will appear on your screen. Your opponent will appear once the download has finished. Press the A Button to start the game.

RECEIVING THE GAME

The Nintendo DS system without the Game Card inserted will be the one receiving the game. Carefully follow the instructions on page 39 to start the game download. Once the download completes, the Lobby Screen will be displayed (see page 29). Be patient while you wait for your opponent to start the game. The rules and how to view the game screens for this mode are the same as in Host Game (see pages 28-31).

COMMUNICATION ERRORS

If the host Nintendo DS system is turned off during play, or if communication is broken for some other reason, a communication error will result, and an error message will be displayed. Press the A Button. The power will then turn off when you press START. To go back to playing, turn the power to the Nintendo DS back on, and download the game data again.

RESULTS SCREEN

After the battle has ended, the Results Screen will be displayed. The total wins and losses will be displayed on the Top Screen, and the Retry message will be displayed on the Bottom Screen.

IF YOU SENT THE GAME

Choose whether or not you'd like to play again. If you'd like to have a rematch, select "Yes," then set the Travel Distance to the Goal. If you'd like to quit, select "No." The Current Results will then be displayed.

IF YOU RECEIVED THE GAME

Be patient while the player who sent the game decides whether or not to play again. If your opponent chooses "No," the screen to the right will be displayed. Press START to turn off the power to your Nintendo DS.

VS. MODE / VS CPU

In this mode, you play against Hellmetal. Depending on the difficulty setting and the Travel Distance to the Goal, you will need to master many different techniques to win.

SETTINGS SCREEN

From the Title Screen, choose "VS. Mode," then "VS. CPU." The Settings Screen will appear. Select a piece of Art and an Effect, then advance to the Lobby Screen.

LOBBY SCREEN

Set the Travel Distance to the Goal and a difficulty setting. Select a difficulty setting from 1 to 9, where 9 is the most difficult setting.

GAME SCREEN

Once you've finished with setup, the game will begin. The game screen is essentially the same as the single-player modes (see page 11), but on the right side of the screen you can see Hellmetal's position and how his stack of blocks looks. For "VS. Mode" rules, see page 29.

RESULTS SCREEN

The Results Screen will be displayed at the end of the battle. The total wins and losses will be displayed on the Top Screen, and the Retry message will be displayed on the Bottom Screen. To play a rematch, select "Yes," then set the Travel Distance to the Goal and a difficulty setting. If you'd like to quit, select "No." After the Current Results Screen is displayed, your progress will be saved and the game will go back to the Title Screen.

WIRELESS PLAY

This section explains how players with two game cards can play with Nintendo DS local wireless.

WHAT YOU'LL NEED

- Nintendo DS or Nintendo DS Lite systems (2 systems)
- Trioncube Game Cards (2 cards)

STEPS

1. Make sure that the power is off to both DS systems. Insert one Nintendo DS Card into each of the systems.
2. Turn the power to both DS systems on. The Nintendo DS Menu Screen will be displayed.
3. Tap the panel that says "Trioncube."
4. See page 6 for further instructions.

WIRELESS PLAY WARNINGS

- Keep the distance between systems at 30 feet or less, or close enough so that the wireless strength stays at two or more bars.
- Have players face their DS systems towards each other while playing, and avoid having people or other obstructions between the DS systems.
- Avoid interference from other devices. If wireless play seems to be affected by nearby devices (Game Boy Advance Wireless Adapters, Nintendo GameCube WaveBird Wireless Controllers, wireless routers, microwave ovens, cordless devices, etc.), move to another location or turn off the interfering device.

DOWNLOAD PLAY

This section explains how players with only one game card can play with Nintendo DS local wireless.

WHAT YOU'LL NEED

- Nintendo DS or Nintendo DS Lite systems (2 systems)
- Trioncube Game Card

STEPS FOR HOSTING

1. Make sure that the power is off to your Nintendo DS system. Insert your Nintendo DS Card into your system.
2. Turn the power to your Nintendo DS system on. The Nintendo DS Menu Screen will be displayed.
3. Tap the panel that says "Trioncube."
4. See page 28 for further instructions.

STEPS FOR GUESTS

1. Turn the power to your DS system on. The Nintendo DS Menu Screen will be displayed.
2. Tap the panel for "DS Download Play." The Game List Screen will be displayed.
3. Tap the panel for "Trioncube." The Download Confirmation Screen will be displayed.
4. After verifying the information, tap "Yes." The data download from the other player will commence.

CREDITS

DEVELOPED BY
NAMCO BANDAI GAMES INC.

Producer
HIDEO YOSHIZAWA

Game Designer
KOUJI ASUNA

Programmer
TAKEHARU KOMAZAKI

Graphics
KOUTA OCHIAI

Sound
RYUICHI TAKADA

Localization Producer
LINDSAY GRAY

Localization Specialists
SUM TAK HAU
EMI TAKEUCHI
SEIJI SUGIMOTO

Manager, International Marketing Strategy
SHIN MORI

Special Thanks
RACHEL LEE
TOM USHER DESIGNS

Published By
NAMCO BANDAI GAMES AMERICA, INC.

LOCALIZATION

Product Group Director
YOSHI NIKI

Localization Manager
HIROSHI TANAKA

Localization Producer
RYOTA TOYAMA

Associate Localization Producer
MINAKO TAKAHASHI

MARKETING

Marketing Director
YOKO NAKAO

Marketing Coordinator
KRISTEEN L. KENNEDY

PUBLIC RELATIONS

Sr. PR Manager
MIKA KELLY

QA

QA Manager
CHUCK MCFADDEN

QA Supervisor
DARYLE TUMACDER

QA Lead
KENRICK MAH

Testers
JHUNE DE LA CRUZ
TOM MCKAY
ANDREW SAMORANOS
MIKE STEVENS

NBGA Staff
GENICHI ITO
NOBUHIRO KASAHARA
GARRY COLE
MAKOTO IWAI
BRIAN SCHORR
JAE CHANG
GLEN CURETON
JENNIFER TERSIGNI
LEE HSIAO

LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level? Having problems getting your game to work properly? Now you can get one-on-one help from NAMCO BANDAI Games America Inc. using your web browser! Simply go to livehelp.namco.com for more details. Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

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ATTN: Customer Service 4555 Great America Parkway, Suite 201 Santa Clara, CA 95054

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